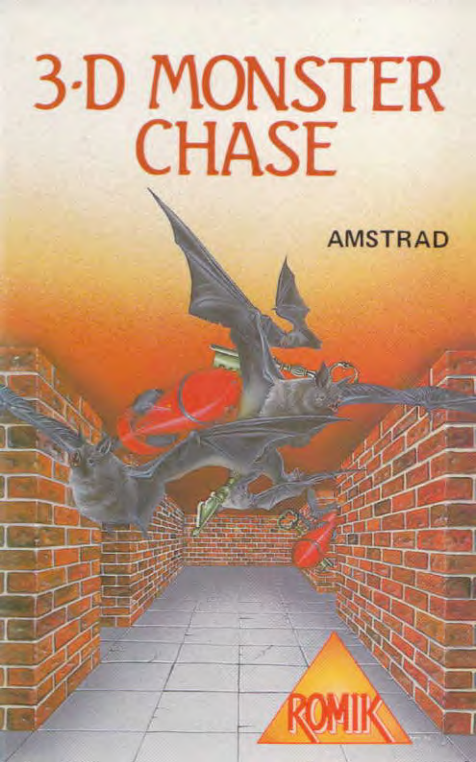

3-D MONSTER CHASE
AMSTRAD
ROMIK

3-D MONSTER CHASE

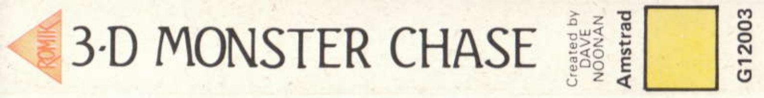
FOR THE AMSTRAD

You are trapped within the three floors of a subterranean maze. Your task is to search for the missing keys whilst avoiding the monsters guarding them. Each time that you find a key and return to your starting point, a bomb is activated. You have a limited time in which to defuse it.



"A REAL ACTION SHOT OF THE GAME"

Romik Software Limited, 272 Argyll Avenue, Slough, Berks. England.


ROMIK
3-D MONSTER CHASE
Created by
DAVE
NOONAN
Amstrad
G12003

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ROMIK

3-D MONSTER CHASE

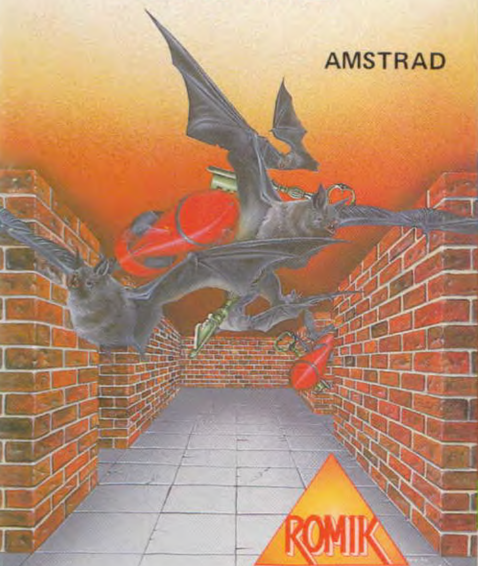
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